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(54) Title: **METHOD AND APPARATUS FOR DECODING A DATA STREAM IN AUDIO VIDEO STREAMING SYSTEMS**

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# Aligned sequences: 2
# 1: DEX0500_001.aa.1|Ovr115.aa
# 2: DEX0500_001.aa.2|Ovr115v2.aa
# Matrix: KBL08UM62
# Gap_penalty: 100.0
# Extend_penalty: 0.5
#=====
Ovr115.aa      1  MLCQDPSGDQPLNBLDVKPLKFPKMTFRKVGTPXIALLSIASIIIVV      50
Ovr115v2.aa    1  MLCQDPSGDQPLNBLDVKPLKFPKMTFRKVGTPXIALLSIASIIIVV      12
Ovr115.aa      51 VLLKVLQKTYTFLCQQLAFIPBEGQLDGLDCLPLNDESHCVKSPFPGP      100
Ovr115v2.aa    13 SLVKVLQKTYTFLCQQLAFIPBEGQLDGLDCLPLNDESHCVKSPFPGP      62
Ovr115.aa      101 AVAVRLSKDRSTLQVLOGATGNWFACFDNYFTALARTACRQMGYSKPT      150
Ovr115v2.aa    63 AVAVRLSKDRSTLQVLOGATGNWFACFDNYFTALARTACRQMGYSKPT      112
Ovr115.aa      151 FRAVRLGPDQDLVVEITENSQELMKNSSGPGCLSGSLVSLKCLACGKEL      200
Ovr115v2.aa    113 FRAVRLGPDQDLVVEITENSQELMKNSSGPGCLSGSLVSLKCLACGKEL      162
Ovr115.aa      201 KTFKVVGGREASVDSWPNQVSIQDEQVCGGSLDPFWLTAACFYREH      250
Ovr115v2.aa    163 KTFKVVGGREASVDSWPNQVSIQDEQVCGGSLDPFWLTAACFYREH      212
Ovr115.aa      251 TDVFMKVRAGSDKLGSPFLAVAKIIXIEMFPMYFKMDLALMCLQVFL      300
Ovr115v2.aa    213 TDVFMKVRAGSDKLGSPFLAVAKIIXIEMFPMYFKMDLALMCLQVFL      262
Ovr115.aa      301 TFGTVPFICLPFFDEHLPATPLMILGNGPTKQNGKMSHILLQASVQV      350
Ovr115v2.aa    263 TFGTVPFICLPFFDEHLPATPLMILGNGPTKQNGKMSHILLQASVQV      312
Ovr115.aa      351 IDSTCHADDAVQGVFTBDMCAGIPEGGVDTQGGDSGGPIMYQSDQWV      400
Ovr115v2.aa    313 IDSTCHADDAVQGVFTBDMCAGIPEGGVDTQGGDSGGPIMYQSDQWV      362
Ovr115.aa      401 VGIYSWGYGCGGPGSTPGVYTKVSAVLNHYVYVKAEL      437
Ovr115v2.aa    363 VGIYSWGYGCGGPGSTPGVYTKVSAVLNHYVYVKAEL      399
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(57) Abstract: A method for decoding a data stream containing audio/video substreams (14) and control substreams comprises buffering nodes (12) having the possibility to buffer multiple data packets in the same buffer. This may be achieved by having separate parameters for the allocated buffer size and any stored packet. Thus, not only multiple packets may be stored in the buffering node (12), but also such node may exist while its buffer is empty, so that the node may be reused later. This is particularly useful for buffering and selectively accessing multiple audio packets in MPEG-4 audio nodes or sound nodes.